Occultismo



The target suffers D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks. [The Caster's unit is unaffected.] {If one or more unsaved wounds are caused with this spell, the Caster Recovers 1 Health Point.}

Occultismo

2 Mano della gloria

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6+ [8+]

[Augment] Focused

One Turn

Gamma Caster [12"]

[This spellmay only target Characters, Champions, and single model units.] The target {and all models in its unit} gain Aegis (6+) and Aegis (+1, max 3+).

Occultismo

3 Il marcio dentro

6+

6+ [9+]

HexGamma 18"

Permanent

The target suffers -1 Offensive Skill and -1 Defensive Skill. {The Caster gains +1 Offensive Skill and +1 Defensive Skill.}

Occultismo

4 Alito di corruzione

- [Augment]
- Focused
- Gamma Caster [12"]

One Turn

The target gains Breath Attack (Magical Attacks, Toxic Attacks). [This spell may only target Characters, Champions, and single model units.] {If the Breath Attack is used as a Shooting Attack, its range is increased to 18".}

Occultismo

5 Condannato alla rovina

- Hex
- Damage
- Direct
- Gamma 24"

Instant

The target suffers 1 hit with Strength 10, Armour Penetration 10, Multiple Wounds (D3), and Magical Attacks. {If the target is within 12" of the Caster, the spell targets a single Character or Champion joined to the target unit.}

Occultismo

6 La tomba chiama

• Hex

DamageDirect

Instant

• Gamma 12"

The target suffers 2D6 hits with Strength 5, Armour penetration 2, and Magical Attacks.

{The hits gain +1 Strength and +1 Armour Penetration.}

9+

11+











